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**Volume rendering by adaptive refinement-** ▶ 152.2.128.80 [PDF]

M Levoy - The Visual Computer, 1990 - Springer

... 1 in the last frame, rays are **cast** from every ... Dippe MAZ, Wold EH (1985) Antialiasing through stochastic sampling. ... optimized sampling for distributed ray tracing ...

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M Levoy - IEEE Computer Graphics and Applications, 1988 - ieeeexplore.ieee.org

... of having to make a **binary classification decision**: Either a surface passes through the current ... In the current implementation, we **cast one ray** per pixel. ...

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**A survey of algorithms for volume visualization-** ▶ duke.edu [PDF]

TT Elvins - Computer Graphics, 1992 - portal.acm.org

... Image-order methods V-buffer Ray-casting Splatting ... approximation to the surface passing through high-gradient ... in the description of **volume** visualization methods ...

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**Raytracing irregular volume data**

MP Garrity - Proceedings of the 1990 workshop on Volume ..., 1990 - portal.acm.org

... Rays are then **cast** from the eye, and integrate the opacity ... value at the point at which the **ray** enters the ... at which it exits, we can integrate **through** the cells ...

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**Three-dimensional Volume Rendering of Spiral CT Data: Theory and Method 1-** ▶ rsna.jnl.org

PS Calhoun, BS Kuszyk, DG Heath, JC ... - Radiographics, 1999 - RSNA

... has some computational advantages over ray casting and ... Planes through the volume are shifted relative to a ... and accurate measurements in **volume-rendered** images. ...

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**Semi-automatic generation of transfer functions for direct volume rendering-** ▶ psu.edu [PDF]

G Kindlmann, JW Durkin - IEEE Symposium on Volume Visualization, 1998 - doi.ieeeecomputersociety.org

... **algorithms**: a non- polygonal ray-cast isosurface rendering ... objects in real world **volume data**, the method ... perpen- dicular to an isosurface through that position ...

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**Surface and volume rendering techniques to display 3-D data**

C Barillot - IEEE Engineering in Medicine and Biology Magazine, 1993 - ieeeexplore.ieee.org

... Hence a **ray passing through** the pixel  $p(x, y)$  becomes: ... about which the rays have to be **cast** in order ... 4. Camera model for ray-tracing with perspective view. ...

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**Plenoptic modeling: An image-based rendering system-** ▶ psu.edu [PDF]

L McMillan, G Bishop - Proceedings of the 22nd annual conference on ..., 1995 - portal.acm.org

... these images as endpoints along some path through time and ... for each image point along the **ray's** path. ... image-based rendering approaches can be **cast** as attempts ...

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**Towards a comprehensive volume visualization system**

RS Avila, LM Sobierajski, AE Kaufman - Proceedings of the 3rd conference on Visualization'92, 1992 - portal.acm.org

... Given this information we need not **cast** rays which do ... over all the samples along

**the ray to the ... this information can be approximated quickly through the use of ...**

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[PDF] [►](#) **A practical evaluation of popular volume rendering algorithms**

M Meißner, J Huang, D Bartz, K Muetler, R ... - Proceedings of the 2000 IEEE symposium on Volume ... 2000 - cs.sunysb.edu

**... for corner-on views, and it cannot be varied to allow for supersampling along the**

**ray. ... In Volpack, the number of rays sent through the volume is limited to ...**

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